PSP
SONIC
RIVALS
RATING PENDING
RP
CONTENT RATED BY
ESRB
SEGA

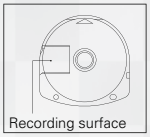
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

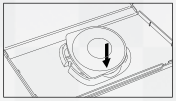
Health precautions

• When operating the unit, play in a well-lit room and keep a safe distance from the screen. • Avoid prolonged use of the console. Take a break of about 15 minutes during every hour of play. • Do not use the console when you are tired or short of sleep. • When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the console immediately if you experience any of the following symptoms. If the condition persists, consult a doctor. • Lightheadedness, nausea, or a sensation similar to motion sickness. • Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

Use and handling precautions

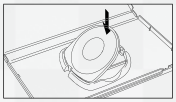
• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. • Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.





Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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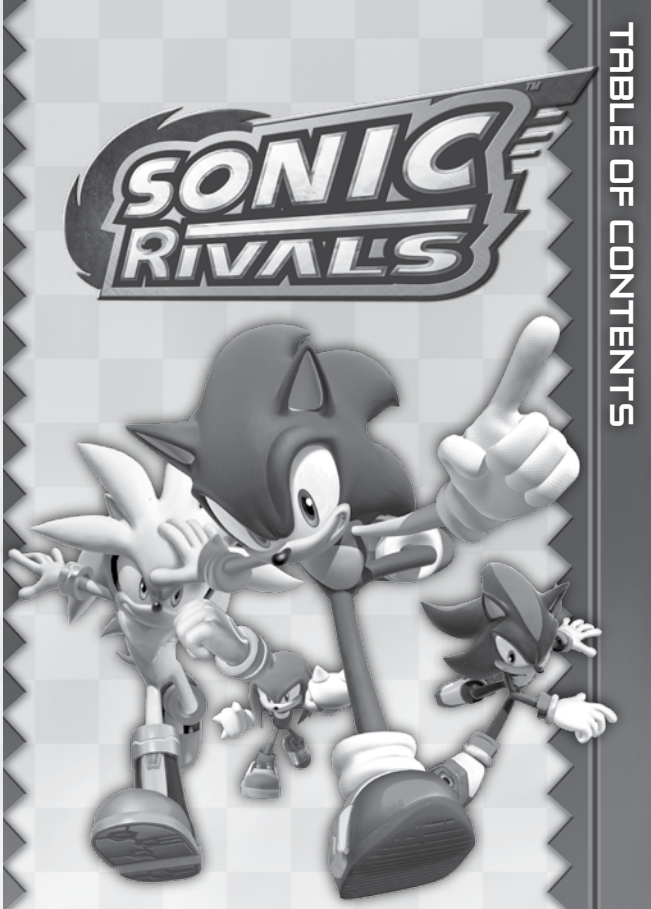

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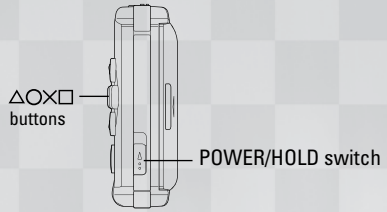
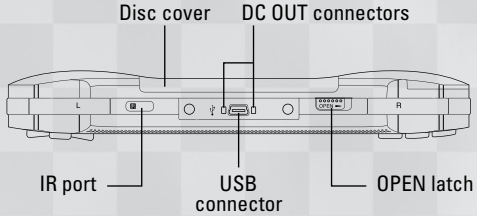
RIGHT SIDE VIEW



FRONT VIEW



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the *Sonic™ Rivals* disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

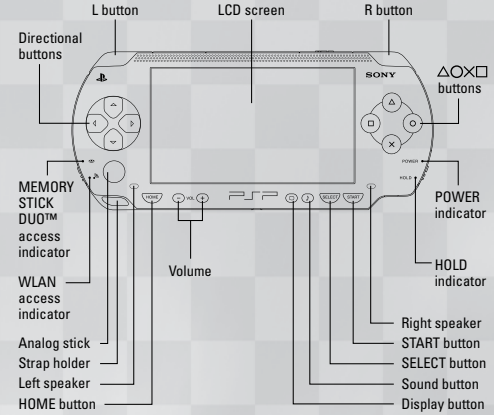
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

Note: A Memory Stick Duo™ or Memory Stick PRO Duo™ with at least 256 KB of free space is required for a "Save Game" file.

PSP® (PlayStation®Portable) system configuration



saving profiles and settings

Your profile and settings are automatically saved after changing settings and options and when you return to the Main Menu.

Auto Save

As you progress, a message will appear on screen indicating your profile and settings are being saved. While this message is on screen, DO NOT remove the Memory Stick Duo™ or Memory Stick PRO Duo™ or turn off your handheld.

Loading saved game settings

Your saved game settings will automatically be loaded when first booting up *Sonic™ Rivals*. You can also choose to manually load saved data at the Change Profile Menu by selecting LOAD PROFILE.

Wireless (WLAN) Features

Software titles that support Wi-Fi functionality allow you to communicate with other PSP (PlayStation Portable) systems, download data and compete against other players via connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN). There are two WLAN modes: Ad hoc and Infrastructure Mode. **Note:** *Sonic™ Rivals* supports Ad Hoc Mode. Please see the Multiplayer section of this manual for further details.

Ad Hoc Mode: Ad Hoc Mode is a wireless feature that allows two or more individual PSP (PlayStation Portable) systems to communicate directly with each other.

menu controls

Control	Action
Select Menu Item	directional buttons
Change setting	directional buttons ⬅ / ➡
Confirm / Accept selection	⊗ button
Previous screen	○ button
Card collection summary	△ button
Cycle through Card Pages	L or R
Pause / Start game	START
Change Outfit	△ button (at the Character Select Screen)

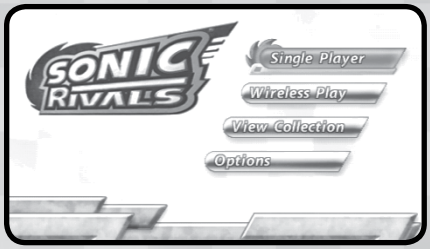
racing controls

Control	Action
Move Character	directional buttons ⬅ / ➡ or analog stick
Duck	directional button ⬇
Look up	directional button ⬆
Jump	⊗ button
Jump off Grind	directional button ⬇ + ⊗ button
Homing Attack	⊗ button then ⊗ button (while in air.)
Spin Dash	directional button ⬇ (hold) + ⊗ button (tap) then release
Attack	○ button
Use Power-Up	△ button
Air Boost	⊗ button (when icon appears on-screen)
Speed Boost	○ button (when icon appears on-screen)
Pause / Start game	START

Note: Boost moves are context-sensitive maneuvers off of specific Boost props. To activate the most effective Boost move, you must press the corresponding button that appears on-screen. For more information on Boosting, see Boosts, pg. 16.

Main Menu

Press the START or ⊗ button at the Title Screen to go to the Main Menu. At the Main Menu, use the directional buttons ⬆ and ⬇ to highlight a selection and press the ⊗ button to confirm your choice.



single-player

Choose from a variety of *Sonic™ Rivals* single-player game modes: Story, Challenge, and Cup Circuit. For more information, see Single Player Mode, pg. 11.

wireless play

Challenge your friends and rivals using the PSP (PlayStation Portable) system's wireless capabilities. Go head-to-head against your buddy through Ad Hoc Mode for a single race or select from a series of Cup Circuit challenges. When you're done racing, select Card Trade, to swap unlocked Trading Cards. For more information, see Wireless Play, pg. 12.

view collection

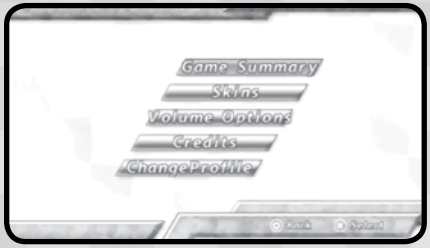
View the Trading Cards you've unlocked, traded and collected. For more information, see Card Collection, pg. 17.

options

Change various game settings.

options

Use the directional buttons ⬆ and ⬇ to highlight and option and press the ⊗ button to confirm your choice, or press the directional buttons ⬅ and ➡ to toggle / adjust the choices. Press the ◎ button to return to the Main Menu.



game summary

View the current progress and statistics for your saved progress, including high score, best times, Cards won, and more.

skins

Select an unlocked Skin for your Main Menu.

volume options

Adjust the Music and SFX volume levels.

credits

View the game's credits.

change profile

Manage your player Profile.

Control	Action
Load Profile	Manually load your Profile.
Save Profile	Manually save your Profile.
Clear Profile	Delete your Profile and create a new one.
Autosave	Toggle the Auto Save feature ON/OFF.

Note: Once a Profile has been deleted it is lost and can no longer be recovered.

clear data

Permanently Delete your save data.

Note: Once your save data has been deleted it is lost and can no longer be recovered.

A mysterious land mass called “Onyx Island” suddenly appears in the south seas as if out of nowhere... The super-fast blue hedgehog, Sonic, and his best buddy Tails head off to search for clues as to what might have transpired.

“This has gotta be another one of Eggman’s schemes!”

Sonic’s hunch proves to be correct. As soon as they arrive at the island, they spot Dr. Eggman already waiting for them. As Sonic confronts Eggman, he triumphantly holds up a card. Sonic and Tails are shocked to see that the card bears a picture of their friend, Amy Rose.

“Do you know what this is, Sonic?”

"I’ve sealed that little brat away inside this card!”

“Ha! Do you really think we’ll believe that?”

While Sonic simply brushes off Eggman’s supposedly ridiculous story, the more scientifically-minded Tails takes things more seriously.

“It might not be all that easy to believe, but it could be possible for matter to be broken down at the atomic level and stored as digital card media...”

As Tails’ quavering voice reaches Sonic’s ears, there is a sudden blinding flash, and when it fades, Tails is gone. In Eggman’s hand is a new card bearing Tails’ image. Sonic stares in panicked disbelief. Then, who should appear but Knuckles, Sonic’s more “physically assertive” friend.

“Eggman! You’re behind the disappearance of the Master Emerald, aren’t you?!” Knuckles says.

“Indeed!”

Eggman smiles, drawing from his bag another card, emblazoned with the Master Emerald.

“Soon, everything in this world will be nothing more than another entry in my lovely card collection! If you think you can take your precious things back, then just you try it! Ha ha ha ha ha!”

After issuing his challenge, Eggman takes off and flies away.

Sonic and Knuckles vow to take him up on that challenge in order to take back what is in those cards.

“Sorry, Sonic, but this concerns the Master Emerald. This time, I’M going in first!”

“Okay, Knuckles! Let’s just see which one of us gets there first!”

At the same time, the mysterious black hedgehog, Shadow, arrives on Onyx Island, along with Silver, a guardian from the future, both seeking Eggman’s cards.

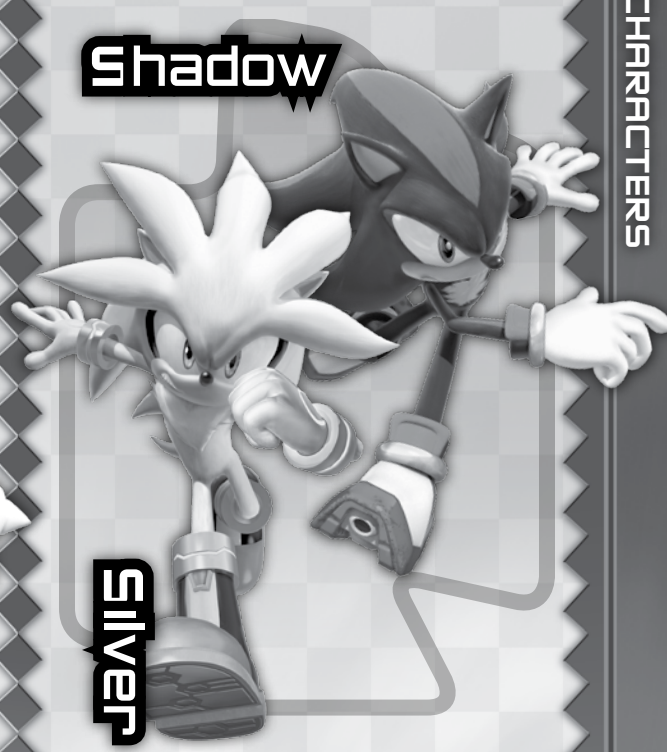
Who will be the one to get the cards back from Eggman first? What is Eggman’s true purpose in baiting these four to compete?

Sonic the Hedgehog

This hedgehog is the fastest living being in the universe. He's defeated Dr. Eggman to save the world numerous times, but this time he's discovered that his best friends, Tails and Amy, have been mysteriously turned into Cards. Now's it's a race to take down the nefarious Dr. Eggman once and for all and free his friends!

Knuckles the Echidna

The guardian of the Master Emerald, Knuckles is as tough as they come. Unfortunately, the Master Emerald has been stolen right out from under his nose and turned into a Card by Dr. Eggman. Now this renowned echidna must race to find the Master Emerald and take down the evil mastermind behind this insidious plot.

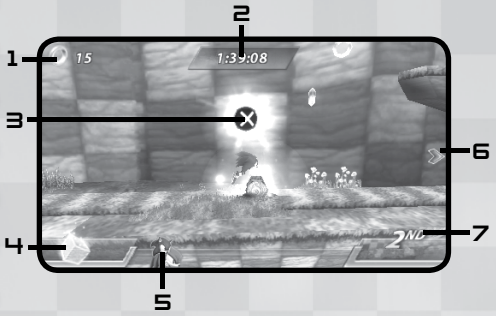


Shadow the Hedgehog

Shadow was created as the ultimate life form by Professor Gerald Robotnik, the greatest scientific genius of his time. Possessing the power to use the Chaos Emeralds to perform "Chaos Control," he has the ability to manipulate time and space. Summoned by Dr. Eggman via a cryptic transmission asking for his aid, Shadow encounters something strange and now it's a race to find Eggman and uncover the truth!

Silver the Hedgehog

A mysterious young silver hedgehog, Silver is equipped with psychic powers that allow him to propel items through the air with the power of his mind! The only thing Silver really knows is that he is searching for someone… but for whom, and more importantly, why? Shrouded in mystery, Silver begins to chase after Dr. Eggman to find the clues that will unlock his quest.



1. Rings
Indicates the number of Rings you've collected. Collecting Rings increases your score and also prevents you from having to respawn when you are injured. For more information, see Rings, pg. 15.

2. Time
Your current race time.

3. Boost Opportunity
Environmental objects that allow you to perform context-sensitive aerial and speed Boost maneuvers. To activate a Boost, press either the Ⓧ (Air Boost) or the ◎ (Speed Boost) button while on the Boost Object.

Note: Sometimes one Boost is better than the other — look for icons on screen that give you tips!"

4. Power-Up
Pick up and use Power-Ups to gain the upper hand. For more information, see Power-Ups, pg. 17.

5. Distance Meter
This displays the distance and proximity between you and your rival racer, as well as the proximity to the finish line.

6. Rival Arrow
If your rival is off-screen, the Rival Arrow appears to show you his general direction and location.

7. Position
This displays your position in the race. Come in first to win!

Single-Player
Choose from Story, Challenge and Cup Circuit Modes.

Story

In Story Mode, choose a favorite *Sonic™ Rivals* character and race through the adventure to find out why Sonic, Knuckles, Shadow, and Silver are racing against each other to get at Dr. Eggman.

Challenge

In Challenge Mode, choose a character, rival, and stage, then compete in a single race while attempting to complete specific challenges to unlock rewards.

Note: Challenges differ depending on the Difficulty Level selected.

Cup Circuit

Select a Cup and compete in a series of races consisting of best two out of three tracks to see who is the fastest racer. In order to successfully complete a circuit, you must win more races than your rival.

wireless play

Play against a friend using the PSP (PlayStation Portable) system's wireless capabilities. Connect to a nearby friend through Ad Hoc Mode and choose from Single, Cup Circuit, and Card Trade Modes.

Note: When attempting to connect wirelessly to another PSP (PlayStation Portable) system, you can press the ○ button to cancel the connection and return to the Multiplayer Menu.

Joining a Game

To join a game, choose Wireless Play and then select JOIN to open the Join Game Menu. Press the directional buttons ⬆ and ⬇ to select a game in progress from the game host window on the right side of the screen and press the ⊗ button to confirm your choice. Once you've chosen a game to join, select your character and outfit, then wager a Card (if this option was chosen by the Host). The race will then begin.

Note: In order to play a game through the PSP (PlayStation Portable) system's Ad Hoc Mode, you must make sure the WLAN switch is switched on.

creating a game

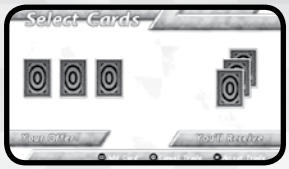
To create and host a game, select CREATE and then choose a Wireless Play option (Single Race, Cup Circuit and Card Trade). Next, use the directional buttons to select a character, outfit (optional), and Stage / Cup, then choose whether or not you want to wager Cards. When you're ready, press the ⊗ button to search for other nearby players. Once a player has joined your game, press the ⊗ button to start the race.

WAGER CARDS

In Wireless Play Mode, you can choose to wager your unlocked Cards against your opponent for a chance to win his cards. The host can set this option when creating a game. When a wager is placed, if you win the race, you get to keep the Card the other player has wagered. If you lose, your opponent gets to keep yours!

card trade

Trade your unlocked Cards with your friends via the PSP (PlayStation Portable) system's Ad Hoc Mode.



For more information, see Card Collection, pg. 17.

zones and acts

In typical *Sonic The Hedgehog* fashion, *Sonic™ Rivals*' stages are played out in Zones and Acts. There are a total of six Zones, with three Acts for each Zone*.

Forest Falls: Don't let the lush scenery, grassy platforms, and cascading waterfalls fool you. Forest Falls is brimming with danger, including steep drop offs, large loops, and plenty of Eggman's robot minions.

Colosseum Highway: Amid the majestic columns and pillars this perilous track is littered with pitfalls, traps, and steep hills. Twisting corkscrews and Boost hoops provide a non-stop white-knuckle experience.

Sky Park: This theme park gone wild is comprised of a thrill-a-minute rollercoaster, complete with twists, turns, loops, drops, and even stuffed teddy bears designed to slow your racer down. Use springs, dash panels, and the strongman platform to propel your character through the atmosphere while staying one speed boost ahead of the competition.

Crystal Mountain: Icy crystals, snow banks, slippery tracks, and freezing waters comprise this winter wonderland. If the blizzards don't slow your racer down, the brittle ice barriers will. Make sure to hop in the bobsled to barrel down the track at death defying speeds.

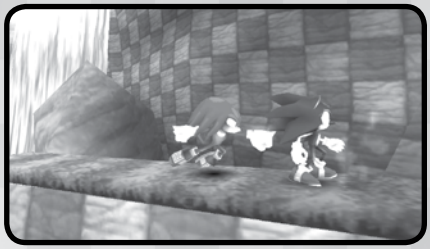
Death Yard: Death Yard is a dry, deserted wasteland filled with razor sharp spike beds, corkscrews, gaping pits, and Boost hoops that must be navigated correctly to stay in the game. These tracks have so many dips, twists, turns, and loops, that dizzy doesn't even begin to describe what your racer will be feeling when he reaches the finish line.

Meteor Base: Not much is known about Dr. Eggman's top-secret base hidden deep within a meteor shower, but you can bet it's filled with hot, bubbling molten lava and some of Eggman's fiercest robot goons.

* Except for Zone 3.

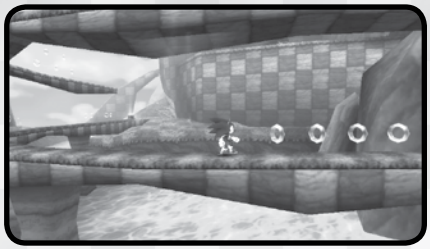
attack

Sometimes Boosting isn't enough to stay in front of your rival. When push comes to shove, engage in some old fashioned attacking! Attacking will temporarily knock your opponent to the ground or stun them, causing them to lose Rings while allowing you to get ahead or jump to new heights. To attack, get right behind your rival and press the ○ button for a shove, or jump above them by pressing the ⊗ buton, and then press the ⊗ button again for a leapfrog!



rings

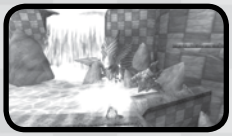
Although finishing first is the ultimate goal in *Sonic™ Rivals*, making sure you have at least one ring is critical to staying alive and avoiding respawn delays. Large collection of Rings provides score bonuses and special awards.



boosts

Boosting can give you extra speed, distance, and/or air by interacting with special environmental objects — such as logs, rocks, poles, and more — and allow you to gain the upper hand on your rival. Oftentimes, correctly performing a Boost leads to special Power-Ups or shortcuts. When a Boost opportunity presents itself, a context-sensitive button icon will appear over the environmental object. In order to successfully pull off a Boost maneuver, you must quickly press a Boost button before the opportunity is lost. There are two types of Boosts: Air and Speed, and the context-sensitive button will help tell you which is the best one to use.

Note: You are not required to match the context-sensitive button displayed for each Boost — it just gives tips!

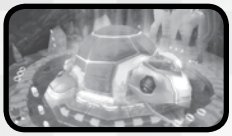


Air Boost: When the ⊗ button icon appears over an object, pressing the ⊗ button at the precise time allows your character to vertically Boost into the air and reach platforms and areas that are otherwise unattainable.

Speed Boost: When the ◎ button icon appears over an object, pressing the ◎ button at the precise time allows your character to horizontally Boost along the track for a temporary burst of speed. Speed Boosts can give you the chance to pass, stay ahead, or catch up to your rival.

Note: Some Boosts opportunities will have a "?" icon over them. When this icon appears, you can choose either Boost without worry.

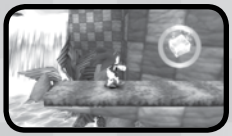
bosses



After every two Acts*, Sonic and his rivals will have to face one of Eggman's mechanical bosses. To fell these huge beasts, you must locate their weak spots and attack them multiple times. Of course, your rival will be attempting the same thing. The character to get the predetermined number of hits first, wins!

* Except for Zone 3.

power-ups



Pick up Power-Ups as you speed across the track and use them to temporarily stop your rival in his tracks. Power-Ups can be found hovering in the air. To pick up a Power-Up, simply run over it.

Each Power-Up has two uses: Offensive and Defensive. If you are ahead of your rival, the Power-Up will be used defensively. If you are behind your rival, it will be used offensively. Offensive Power-Ups are generally used as projectile weapons that shoot down the track until they hit your rival or an obstruction. Defensive Power-Ups are generally used as dropped weapons that sit on the track until your rival runs into them.

Power-up	Offensive Effect	Defensive Effect	Zones
Fire	Rolling Fireball	Fire Shield	All
Ice	Snow Blast	Ice Cube	All
Mine	Floating Homing Mine	Stationary Mine	3+
Illusion	Confusion	Decoy Zapper Rings	4+
Wind	Shoot Tornado	Drop Tornado	3+
Ring Magnet	Ring Magnet	Ring Magnet	3+
Star	Signature Move	Signature Move	All

Each racer also has a Signature Move Power-Up, which is represented by a Star icon. Sonic has "Sonic Boom," Knuckles has "Hammer Punch," Shadow has "Chaos Control" and Silver has "Psychic Control."

card collection

Collect Trading Cards by winning races, getting high scores, and trading and wagering them against your friends via the PSP (PlayStation Portable) system's Ad Hoc Mode. Choose VIEW COLLECTION from the Main Menu to view how many Cards you've won and collected. Use the analog stick or the directional buttons ⬅ and ➡ to cycle through the Card categories and press the ⊗ button to select a category. Once a category has been selected, use the analog stick or the directional buttons ⬅ and ➡ to cycle through the cards and view them. To switch between pages, press the L and R buttons. Pressing the △ button will pull up a Summary Window, which displays a breakdown of the Cards you've already collected. Press the ◎ button to exit and return to the previous menu.

sega of america

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off base productions

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Greg Off

option-shift design

Manual Design
Tim Lindquist [a.s.h]

backbone entertainment

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Taylor Miller

Associate Producer
Zoe Curnoe

Assistant Producer
Jarett Metcalfe

Lead Engineer
Peter Phillips

Technical Manager
Greg Wilson

Engineers
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Brian Provinciano
Chuck Chow
Clinton Blackmore
Devin Murnane
Francois Laberge
Jim Lao
Kelvin Tang
Luke Huang
Melina Eby
Richard Orth
Erwin Tang
Marcel Barker
Pete Thompson

Lead Designer
Tyler Sigman

Senior Designer
Derek Tam

Lead Level Designer
Eric Emery

Designers
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Josh Zisserson
Kyle Mohammed
Michael K. Donovan
Nick Letizia
Richard Knight

Lead Artist
Chris Bourassa

Lead Level Artist
Mabel Chan

Effects and Animation Coordinator
Daniel Lam

Technical Artist
Eric Ronay

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Beth Dewhirst
Brent Kirby
Erik Larsson
John Mah
Kate Freeman
Kim Sawula
Shane Holmes

Lead Animator
Karen Matskiw-Rodriguez

Animators
Chun Sin Loh
Duncan Lin

Front End Artist
Mark Pearce

Studio Quality Assurance
Tom “MrLuigi” McGarry

Music Composer
Chris Rezanson

Sound Effects Design
OMNI Interactive Audio
Alistair Hirst
Robert Ridihalgh
Daylon Walden
Tom Smurdon
Chase Combs
Lisa Elliott Cobb

Senior Producer
Ivan Allan

Studio Head
Joe Bonar

backbone entertainment (cont.)

Technical Director
George Phillips
Creative Director
Trent Ward

Art Director
Ryan Slemko

Business Development
Jim Sink

4 kids production, inc.

Voice Cast
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Dan Green
Pete Capella
Mike Pollock
Amy Palant
Lisa Ortiz
Kathleen Delaney

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special thanks

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